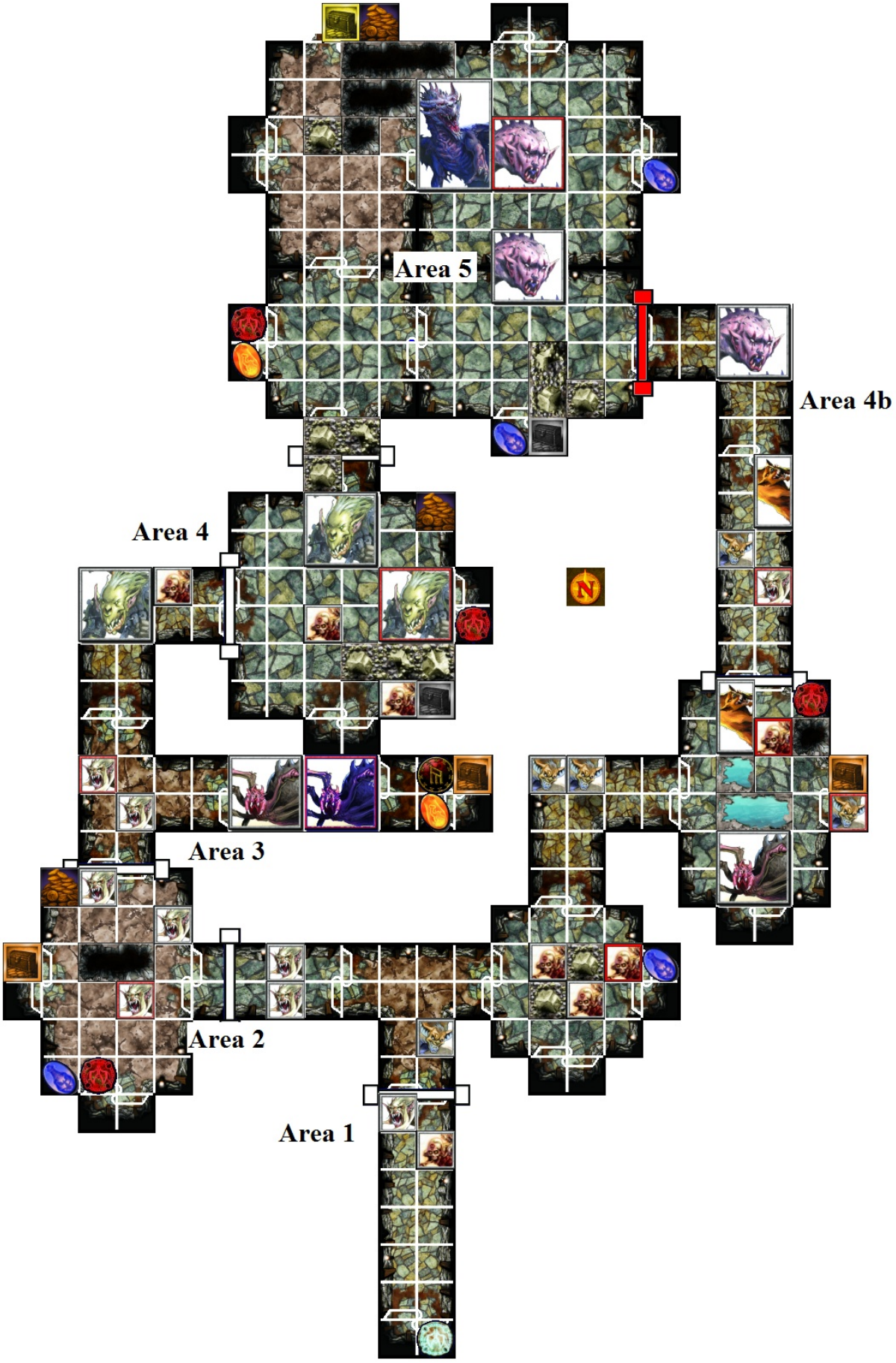

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The Exodus

By Dennis Houfek Jr

Quest Background

You have heard rumors in town that beasts from a cave to the north of town have been wandering around the countryside in broad daylight! Sure they have come out at night and pillaged once or twice but that was mostly livestock. This kind of thing has not happened in these parts, at least not in recent memory. You have been hired by the king to go and put an end to this disturbance and or to find out why they left the caves that riddle this area. There have been known to be some powerful creatures in that cave system you had better take some friends.

Quest Goals

1. Go to the cave and find out what is causing the monsters to leave the cave.
2. Kill whatever beasts you can.
3. Fix whatever it is that is causing this disturbance.

Area 1

You notice as you walk up to what was once a door that there are claw marks and burned parts all over this door. Something wanted out.....badly!
(GM note this door is already open and cannot be closed)

Area 2

This door shows some of the same signs as the last however it seems to be in working condition still.....at least for now.

As you enter this room you see the charred bady of a beast man laying on the ground and the stench of burnt hair lingering in the air.
(Gm note place a white beastman next to the coin pile to the east face down to represent the charred beast man. Treat him like water for movement purposes. No he doesnt have anything on him as far as treasure goes.)

Area 3

As you approach this hallway you notice some very thick web like material and you hear some unusual clicking noises coming from somewhere down this hall.

(GM note: this hall is very dark adventuers can only 4 spaces not 7 in this hallway. The spiders dont move when spawned.)

Area 4

The ogre in this room seems to be preoccupied for the moment with the door on the north wall. As you take a second to look he is barring the door not trying to open it and it looks like he is almost done!

(GM note: the ogre at the door will not attack for one turn he is busy barring the door.)

Every monster except those noted and the dragon are trying to get out of the cave. Move the monsters toward the cave entrance at least 2 spaces when they are put into play. Once a monster has gotten out of sight of the adventurers remove it from the map. Any monster you spawn using threat are also trying to escape. This does not mean they wont attack and thier way by or stop to nibble on some human flesh but they will not run toward the dragons room nor will they not move toward exit at least one space if they can. If you fail to move them it will result in some dead and frustrated adventurers because of the number of spawns in the cave.

Area 4b

As you round this corner you hear some screaming although you don't think its human it still sounds like something is not very happy.

Area 5

As you enter this room you hear the noises and the screams louder now and you think you have found the reason the monsters are running from the cave..... a dragon has taken up residence and seems to be cleaning out his new lair! he is locked in a fight with a naga and doesn't seem to notice your entrance.

(GM note: read flavor text before placing tiles put all four rooms down at once however dont put treasures or potions down till the party can actually see them. On the second turn after the party enters the room the naga is killed by the dragon you can tell them, and he now turns his attention on them

Important: all treasure chests contain 1 of thier type and 2 conquest tokens the gold chest contains 4 conquest tokens.

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